FORGERY GAME RULE SHEET

Omnigame ID (OGID): 1Bv2026-08-23

Overview: A game of forgery and debate. Lasts anywhere from two hours to a week or more. Your choice. For a more complex version with more players, check out “Spy Game”.

Consequences: None

Requirements: 2 or more players (but it starts to get out of hand around 6+ players) and a referee. Table and chairs to accommodate the players and referee at the location of the trial,. Each of the player’s and referee’s own laptop and smartphone is highly recommended, though the game may work with some substitutions or exclusions. The referee must have some way of quickly taking notes, whether that be a laptop to type on, a phone to dictate text to, or something else.

Rules summary:

This is an overview of the rules, made to help people new to the game get the gist of it.
The summary is as follows:

Phase 1: A real celebrity is chosen as a target. A later meet-up time is scheduled.

Phase 2: Players spend most of their time away from their opponents, creating evidence of themselves meeting (that is, being 10 feet or less away from) the target celebrity, whether that be faux emails to/from them or faux pictures taken with them, or something more creative.

Phase 3: Players and the referee meet up to hold a “trial” where the players try to find flaws in each others’ evidence. The player who presents the most evidence (according to the referee) and has the least amount of flaws discovered by their opponents (also according to the referee) wins.

Rules:

Phase 1… (Initiation)

1.0 – Determining the target

The referee and the players (or possibly just the referee) is to choose an arbitrary person who would be extremely difficult to meet (e.g. a very famous or rich person.) and have this person’s name recorded in the referee’s notes as the “Target”.

FORGERY GAME RULE SHEET

1.1 – Trial time and location

The referee and players come to agreement on how long the Forgery phase (the main phase of the game) should be played for, and where they should meet up for the Trial phase (the "Trial Location"). The Forgery phase could last anywhere from an hour to a whole continuous week.

The referee then records the current time and date ("Start Time"), the new meetup location ("Trial Location"), and the time and date of the Forgery phase's end ("Deadline").

1.2 – Clarification

Finally, the referee reminds the players who the target is, and the time, date, and location to meet up again for the Trial. It is recommended that players set their own alarms to warn them of the deadline.

Phase 2… (Forgery)

This is where the majority of the game takes place!

Warning: A serious competitive mindset is required for the game to function properly, so please actually TRY.

All players may now leave to do as they like. Players are recommended to:

- Forge evidence of themselves "meeting" (see below) the target person
- Gather or forge evidence of opponent players NOT meeting the target during this phase
- If possible, go out and actually meet the target person and create as much evidence of them doing so as they can

The only thing that counts as meeting the target is being 10 feet or less away from them, within the week before the trial, so your evidence and story should support the idea that you did just that.

Players have the option of using referee witness testimony: Throughout this phase, players can request the referee to visit them wherever for the referee to see something. The referee will record in their notes that they saw it, and later, during the trial, (Phase 3.1) they will have borne witness to to whatever it is and be able to use that as very strong evidence. Try not to overuse this, or the referee might not remember the details of what they saw during the trial, or simply start denying your requests.

FORGERY GAME RULE SHEET

Player Tip: While coming up with a new story for a game is fun and encouraged, doing so every game may become difficult or tiresome. Know that it is a valid, competitive tactic to re-use old stories, tactics, or make the same kind of evidence you made in past games. But try to avoid past mistakes and gradually make it bulletproof.

Phase 3… (Trial)

3.0 – Meetup Deadline

All players are required to meet at the location (“Trial Location”) and time (“Deadline”) determined during Phase 1.1. Any players failing to do so are instantly disqualified. Once all the players are ready, the referee declares the beginning of the trial, and records the time the declaration was made as the “Trial Start”.

3.1 – The Trial

The trial is to last as long as an agreed upon time, perhaps one hour. The referee should keep track of the time or set an alarm or timer.

The referee will be taking notes continuously throughout the trial. Record the substantial evidence presented for/against each team as it happens, note any discrepancies, and cross out stuff disproven. All other things even, each piece of evidence left not disproven by the end of the trial is worth a point.

Players: Try your best to NOT talk about your evidence as if it is fake. Doing so will give the referee an additional reason to believe it’s fake, especially if an opponent of yours calls you out on it. You have to really try. **DON’T LAUGH AT YOUR OWN EVIDENCE OR STORY.** You can laugh at your opponents’ though.

The referee isn’t to interrogate the players themself, but instead let the players do it to each other during the different phases of the trial. **Players, as you come across them, please describe major flaws in your opponents’ evidence and/or story to the referee.** The referee needs a moment to record these in their notes for scoring later.

The referee can, as they see fit, hint at or suggest the players interrogate their opponents in certain ways to improve the game experience for everyone.

FORGERY GAME RULE SHEET

The trial goes as follows:

1. **One player submits evidence for meeting the target**
2. **Opponents try to pick it apart**
3. **Repeat steps 1-2 for each player**
4. **All players player submit evidence for one player NOT meeting the target**
5. **The player tries to defend it**
6. **Repeat steps 4-5 for each player**
7. **Final accusations**
   The referee should go to each team and request: “If you have any final accusations for your opponents, say them now.” If they accuse them of something, say “Do you have reasoning to back up that claim?” and request their reasoning.
8. **Referee analyzes their recorded notes and picks winner**
   See the “Scoring and Winning” section below for details.

Bonus point: If a player answers all the reasonable, unintrusive questions asked about their story, they get an extra point. Specifically, it counts as an extra piece of major evidence.

Scoring and Winning:

Some definitions:

Major evidence (Evidence types): A series of photographs from a single site, a chain of e-mails, a testimony from a friend, a souvenir and similar things.
Minor evidence (Repetitive evidence): Individual photos, individual emails in an email chain, and similar things. Evidence which is part of a collection of similar evidence.
Major flaws: These are “incriminating” components of the evidence presented. Components that are entirely wrong, such as forged flight tickets showing the arrival date being before the departure date. They are blatant and make the story given by the player (if there is one) broken.
Minor flaws: These are things that would make the average person believe that the story is very suspicious, but doesn’t directly disprove it.

Scoring is based first on the amount of major evidence and major flaws (+1 point for a piece of evidence, -1 point for a flaw), and if there is a tie, the amount of minor evidence and minor flaws are used as a tiebreaker (+1 tiebreaker point for minor evidence, -1 tiebreaker point for a minor flaw). **Whoever has the most points when there is nothing left to be said wins.**

Whether something is major or minor evidence can be hard to distinguish sometimes. Likewise, what’s a major or minor flaw may also sometimes be hard to distinguish, as some things fall right on the line between the two. It is up to the referee to decide what’s most fair and what **best keeps a lusory attitude** among players.